ENTERACTIVE™ VIDEO GAMES

NES-F3-USA

FRIDAY THE 13TH™

INSTRUCTION BOOKLET

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FOR PLAY ON THE

Nintendo

ENTERTAINMENT
SYSTEM®

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- This LJN Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.

- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

INTRODUCTION

It's a pretty typical summer at Crystal Lake. There's a group of happy children staying in the Camp. You and your six Camp Counselor friends are watching over the kids while enjoying the lake and the wilderness. The days are bright and sunny. The nights are cool and clear. And Jason is on a rampage.

It's up to you to stop him, but it's not going to be easy. You must first fight your way through forests filled with man-eating wolves, caves covered with blood sucking bats and hordes of mindless zombies everywhere you turn. You must also help any friend who is in danger, or else you can just kiss them goodbye. And hiding in a cabin or staying adrift in a canoe won't keep you safe—Jason will find you anywhere. The only way to survive this summer is to challenge Jason face to face, and destroy him.

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1 GAME GUIDE

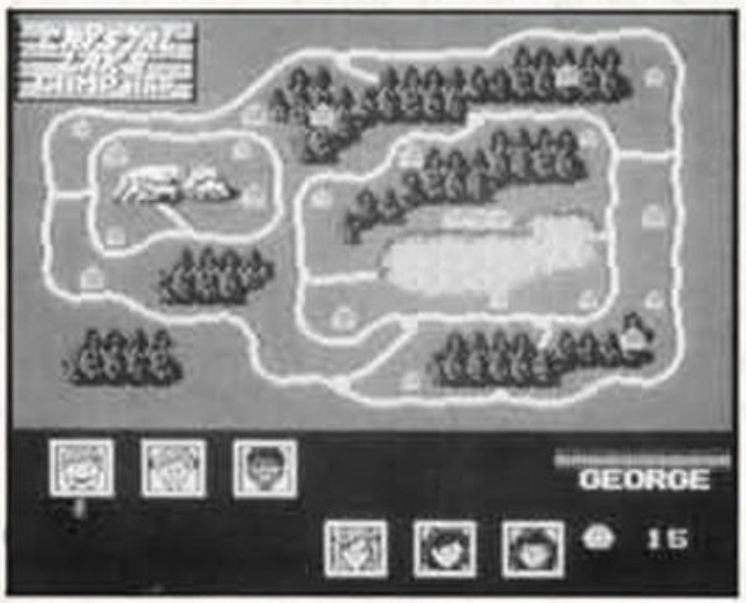
■ The object of the game is simple, you must stay alive long enough to find a way to defeat Jason once and for all. To do this requires nerves of steel as you explore Crystal Lake Campground, encountering its many hidden dangers, and searching for the weapons and other items you will need to accomplish your fearful task.

■ "Friday the 13th" is made up of three kinds of screens. The map screen shows the location of the Counselors during the game. The side view screen is used when exploring outside and the interior screen is used when exploring inside a room.

■ You switch back and forth between the 6 different Counselors as you explore and battle your way around the cabins and trails of Crystal Lake. You have to find and equip the Counselors with weapons and other power items you find along the way. Once you gather enough, you can turn the tables on Jason and begin to hunt him.

2 HOW TO PLAY

■GAME START After pressing START button on title screen, you must press it again to clear the copyright screen. The map screen is displayed showing the layout of Crystal Lake and the 6 Camp Counselors you will play the game with. Each of the Counselors starts the game in one of the small cabins shown on the map. Use the CROSSKEY to choose one of them and press the START button. A short message appears and then the screen changes to a side view screen with your character standing in front of the cabin he was just in.

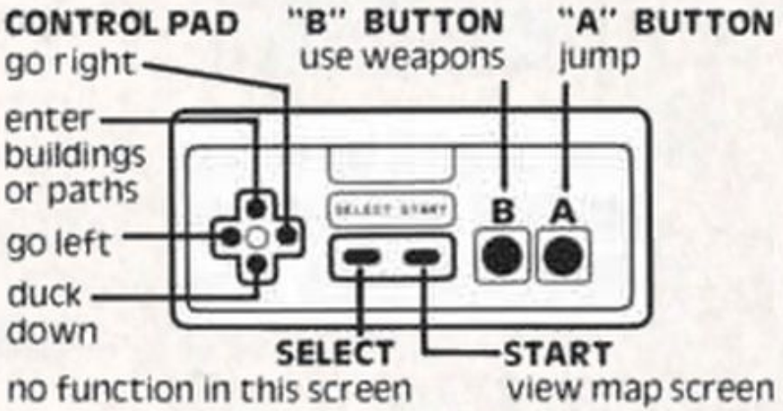


3 SIDE VIEW SCREEN

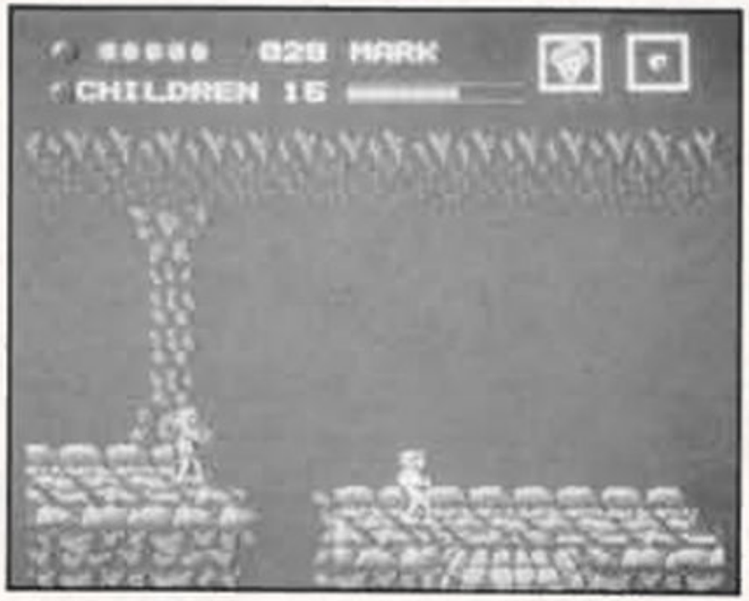
In this mode, you will be able to walk and explore the entire Crystal Lake area including the two wooded areas, the cave, and even the row across Crystal Lake itself.

While you are playing, a warning buzzer may start to sound and the Counselor or Children counter will begin to blink, alerting you that Jason is attacking one of the other characters. Press START to get the map screen. The cabin Jason and the character who is under attack are in, will be blinking a different color than the rest. Then decide; should you go to the cabin in person or switch to a closer Counselor.

HOW TO USE THE CONTROLLER



■ THE WOODS There are two wooded areas around the lake where you can pick up vitamins and other useful items, but move fast if you want to avoid the zombies and wolves who inhabit this area. You had better have a good memory when navigating this sinister forest, or run the risk of forever losing your way amidst its many twisting, winding trails.



■ THE CAVE Somewhere in this system of eerie caves Jason stores his weapons in a secret hideaway, but be careful, they have not been left unattended. Jason's belongings are guarded by the ghostly, severed head of his mother... who loves nothing better than to entertain uninvited guests.

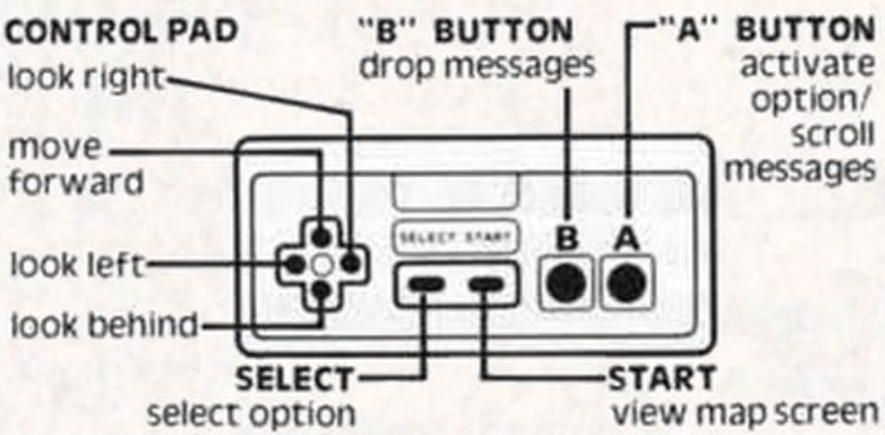
■ CRYSTAL LAKE There are three cabins located out on the shore of Crystal Lake that can only be reached by rowboat. In this out-of-the-way spot you have hidden the smaller children, hoping to keep them out of Jason's clutches. Should he find them, be prepared to drop whatever you're doing and race the closest teen to their immediate rescue. If Jason manages to defeat all the children, the game ends.

4 INTERIOR SCREEN

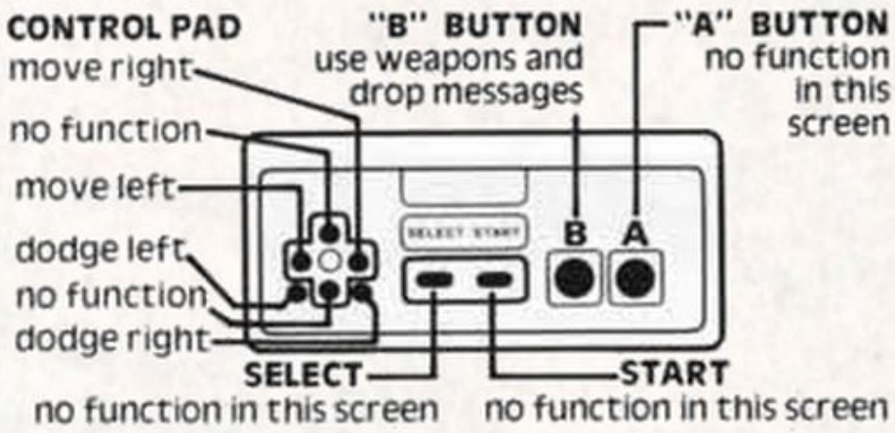
In this mode, you will be able to explore the hidden rooms and cabins located on the trails, woods, and shore of Crystal Lake. You may also have to battle for your life, should you be unlucky enough to encounter Jason or some other blood curdling menace.

HOW TO USE THE CONTROLLER

EXPLORING



BATTLING CREATURES



■ CABINS There are two types of cabins to explore on your quest, each has its own function.

■ SMALL CABINS The other Camp Counselors are hiding in some of these, and they will move to other small cabins at random times throughout the game. If you enter a small cabin, you can switch control to one of the other Counselors by pressing START to get to the map screen, then use the CONTROL PAD to select the new Counselor, then press START again. You can also enter a small cabin that already

contains one of the Counselors, press SELECT, and use the CONTROL PAD to select the following options:

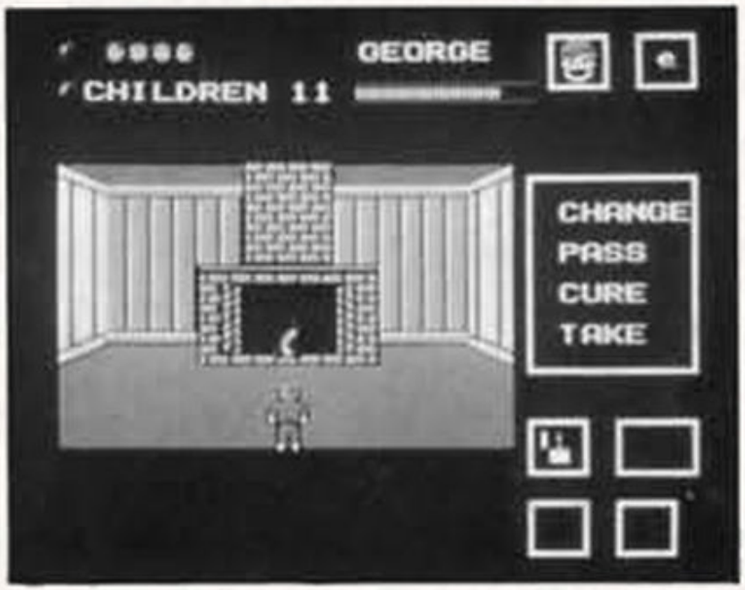
CHANGE: allows you to change control to the other Counselor in the cabin with you.

PASS: allows you to pass your weapon to the other Counselor.

CURE: allows you to restore the other Counselor's energy level, but only if you have picked up a container of vitamins beforehand.

TAKE: allows you to pick up objects or clues (these aren't found in the small cabins).

When you have selected one of the options, press the "A" BUTTON to activate it.



■ LARGE CABINS The Large Cabins are where you'll find important clues and weapons. They also contain fireplaces where you must start a fire with a lighter. Later in the game you must find the torch, the one weapon Jason truly fears, but you won't be able to find it unless you light the fireplaces first. If you find a clue or weapon while exploring a Large Cabin, press SELECT and you'll get the same list of functions as you do in a Small Cabin. The only one you will be able to use will be TAKE. In the case of a message, once you have read it, press "B" BUTTON to put it down and continue on your way.

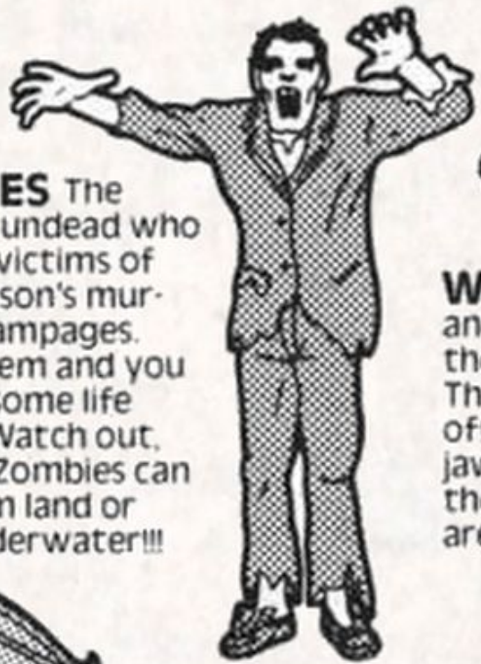
■ HIDDEN ROOMS It will take hard work and maybe just a bit of luck for you to locate these secret places and get inside them. Don't give up though, there are many useful things to be found by the bold adventurer.

5 THE CAMP COUNSELORS

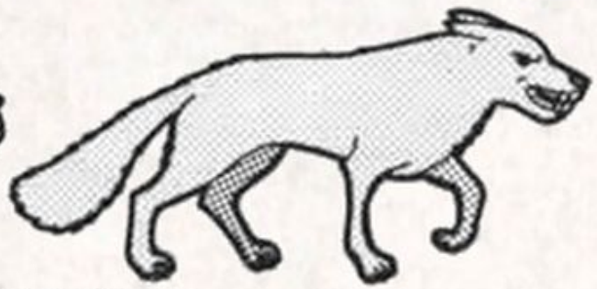
GEORGE MARK PAUL LAURA DEBBIE CRISSY

6 DEADLY ENEMIES AND HAZARDS

While moving through the many areas in and around Crystal Lake, you will encounter the following scary things:



ZOMBIES The mindless undead who are past victims of one of Jason's murderous rampages. Touch them and you will lose some life energy. Watch out, because Zombies can appear on land or from underwater!!!



WOLVES Venture into the forest and you'd better be ready to fight off these four-legged killing machines. They leap out of nowhere and carry off your life energy in their ravening jaws. And you'd better watch out for their ghostly cousins in the caves, they are every bit as dangerous.

CROWS Watch out for these high-flying balls of feathered death!!! They will swoop out of the sky and carry away your life energy in their clutching talons before you even know what hit you.

BATS Beware of these blood-sucking horrors, they will drain away your life energy before you even know that they're in the same cave as you. These creatures are almost invisible in the inky darkness of the caverns, unless you have a flashlight.

JASON'S MOTHER

Poor Jason just can't bear to part with his mother, even if she has been dead for years. He keeps her ghostly head in the same room where he stores his weapons, a frightening watchdog against anyone fool enough to seek out his secret hideaway.

JASON Last, but certainly not least is the main threat to safe camping; the Maven of Mayhem, the Sultan of Slash, the ghoul that everyone loves to hate, JASON!!! He'll attack out of nowhere, and disappear just as quickly.

7 WEAPONS AND POWER ITEMS

STONES Counselors start out armed only with stones. They are the weakest weapon.

KNIFE More powerful than stones. They have a greater effect when used against an enemy.

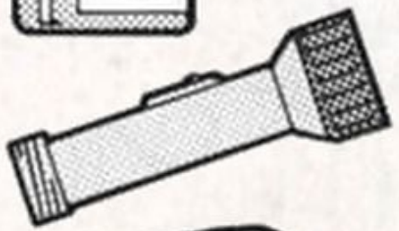
TORCH One of the more powerful weapons. You need the fireplaces lit in order to keep it burning.

MACHETE You can cut down most of the enemies with just one stroke of this powerful weapon.

AXE One of Jason's favorite weapons and even more deadly than the machete.

LIGHTER Allows you to light the fireplaces in the big cabins.

VITAMINS Lets you heal any injured Counselors so they can continue with the battle.



FLASHLIGHT Lets you see better in the cave.

MESSAGES Gives you clues on where items can be found.

KEY Allows you to open whatever locked doors you might find.

PITCHFORK The one weapon that can really harm Jason. Use it to finish him off once and for all.

SWEATER This used to belong to Jason's mother. Wear it and he will not harm you.

8 STRATEGY

- Different Counselors are better at some things than others, some are slow, stronger, etc.. You should try to keep the slower moving Counselors in the cabins around the lake, so they can be on hand to rescue the children if Jason strikes.
- The woods are a good place to pick up extra vitamins for curing yourself or the Counselors. You should pick up as many of them as you can in the beginning of the game before it becomes night and the wolves come out to prowl.
- Try to destroy as many zombies as you can while you explore. This will allow you to earn more powerful weapons as the game progresses and you will be able to fight off Jason more effectively.
- The large cabins are good places to find messages and certain power items. You should explore them thoroughly as you go around to light the fireplaces.
- Use the faster Counselors as scouts to go out and find weapons, then make sure you distribute them among the other Counselors with the PASS option. This will improve the Counselors' odds for survival.

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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